



Adventures in Porting Rational Apex to Linux

Presentation to ACM SIGAda 2003



Rational Apex product line

Apex Ada and Duo (Ada + C/C++)
Apex Embedded
TestMate
AXI, etc.

has been repackaged ...

IBM Rational Ada Developer



IBM Rational Ada Developer

- Internally, product name remains "Apex"
- Apex 4.2.2
- Supported distributions

Red Hat 8.0	SuSE SLES 8
Red Hat 9.0	Red Hat Enterprise 3
SuSE 8.2	SuSE 9.0 (soon)



Why Linux?

- Open source/open standards ideal
- Increasing perception as a real OS
- Rapid growth
- Cost of ownership

Specifically, for Apex

- Numerous customer inquiries
- Several specific requests
- IBM backing for Linux



The real reason (speaking as an engineer)

Linux is cool





Development Game Plan

Leverage existing components

- X86 compiler (Apex Embedded)
- Pentium II/III optimizations (Apex for Windows)
- POSIX-based runtimes (UNIX platforms)
- Elf OMF generation (Sparc)
- Threaded cross debugger (Apex for LynxOS)
- Experience with recent embedded ports



Development Goals

- X86 specifically, Pentium
- Red Hat 7.3 and 8.0
- Threaded runtime



Challenges

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Dynamic vs. Static Libraries

- Static linking is easier on UNIXes harder on Linux
- Threading is broken in static system libraries
- Cannot mix-and-match system libraries
- Big gap between Red Hat 7.3 and 8.0
- New POSIX in Red Hat 9.0 is broken (Apex works around this)



Ada Priorities

- Ada task = Linux thread
- Linux: 3 scheduling policies
 - Round-Robin (RR), FIFO, "other"
 - RR and FIFO have priorities
 - "other" only 1 priority value I.e., no priorities
- Punch line: RR and FIFO require privileges
- Usability dilemma



Signals

- Under Linux, every thread is a process
- Signal handling
- Note a change is in the works Native POSIX Thread Library (inc. in RH 9.0)



Stack Limit Check

- Stack Limit checking required for Ada
- Most CPUs: dedicate a register
- Not feasible on x86
- Runtime call
 - Rational Exec not too burdensome
 - Linux potential OS call, too burdensome



NFS

- Solaris client, Linux host slow!
- Investigation
 - Linux server: NFS over TCP or UDP
 - Linux client: UDP
 - Common automount map => all clients use same
 - Result: Sol->Linux slow, or Linux->Linux broken
- Fix: Patch to nfsmount.c



Conclusions



Conclusions

- Linux:
 - Definitely usable, but still a bit of a work-in-progress
- Don't bother with static libraries
- Fundamental limitation wrt task priorities